

## AMENDMENTS TO THE CLAIMS

The listing of claims will replace all prior versions, and listings, of claims in the application:

### Listing of Claims:

1-7. (Canceled).

8. (Currently Amended) A gaming machine table operable to control wager-based games played thereon, the gaming machine table comprising:

a table chassis;

~~a master game controller;~~

one or more ~~[[a]]~~ display screens~~s~~ mounted in the table chassis and facing generally upward for viewing by ~~[[a]]~~ one or more players~~s~~ seated proximate the table chassis;

~~an input mechanism for receiving cash or an indicia of credit;~~

a monolithic tabletop disposed over the table chassis; and

~~an input interface operable to enable a player at the gaming machine to provide game play input, the input interface including:~~

a contactless input interface touch pad or touch screen, disposed adjacent to and beneath a portion of the monolithic tabletop, and operable to receive player selections associated with the game play, the input interface disposed within the table chassis adjacent to a portion of the monolithic tabletop, the ~~touch pad~~ input interface including an active region having a first EM field associated therewith, ~~wherein~~ the input interface ~~[[is]]~~ being configured or designed such that the first EM field is interrupted ~~when the player contacts or hovers directly above~~ by proximity with the surface of the portion of the monolithic tabletop, ~~during input of the player selections associated with the game play~~ the monolithic tabletop covering all peripheral devices coupled with the table chassis, including the one or more display screens and the contactless input interface.

9-50. (Canceled).

51. (New) The gaming machine table of claim 8, further comprising one or more image redirect sheets, each image redirect sheet disposed on one of the one or more display screens for redirecting light emitted from the display screen.

52. (New) The gaming machine table of claim 51, wherein the one or more image redirect sheets are configured to allow players to view information displayed on the one or more display screens without inclining the one or more display screens.

53. (New) The gaming machine table of claim 8, wherein the one or more display screens includes at least two display screens.

54. (New) The gaming machine table of claim 53, further comprising a single master gaming controller connected to each of the two or more display screens in a manner allowing the single master gaming controller to simultaneously control two or more independently operable wager-based games of chance each presented on a respective one of the display screens.

55. (New) The gaming machine table of claim 53, wherein the at least two display screens are configured to present separate games of chance.

56. (New) The gaming machine table of claim 53, wherein the at least two display screens are configured to present an interactive game of chance to a first player and a second player, wherein the gaming table is operable to facilitate interaction between a first player and second player via the gaming machine table.

57. (New) The gaming machine table of claim 8, further comprising one or more touch pads or touch screens, overlaid on the one or more display screens, for receiving player selections associated with game play on the gaming machine.

58. (New) The gaming machine table of claim 8, wherein the contactless input interface is disposed between one of the one or more display screens and the monolithic tabletop.

59. (New) The gaming machine table of claim 8, further comprising a biometric identification device mounted in the table chassis.

60. (New) The gaming machine table of claim 8, further comprising a value input device mounted in the table chassis for receiving credit or cash for game play.

61. (New) The gaming machine table of claim 60, wherein the value input device is a wireless credit device disposed beneath the monolithic tabletop that can transmit and receive credit information.

62. (New) The gaming machine table of claim 61, wherein the wireless credit device is a smart card reader used to facilitate a cashless payment between the first player and the gaming machine table, and wherein information can be transferred between a smart card and the smart card reader.

63. (New) The gaming machine table of claim 8, wherein said monolithic tabletop is configured to isolate the one or more display screens from environmental contamination.

64. (New) The gaming machine table of claim 8, wherein the monolithic tabletop is transparent or semitransparent.

65. (New) A method of providing a game of chance on a gaming machine, the method comprising:

receiving, at a credit input device, player account information from a smart card device separated from the credit input device by a transparent or semitransparent monolithic sheet;

receiving, at a biometric identification device, player biometric information from a player separated from the biometric identification device by the monolithic sheet;

receiving, via a contactless input interface disposed adjacent to and beneath a portion of the monolithic sheet and operable to receive player selections associated with the game play, the player selections received via an active region having a first EM field associated therewith, the input interface being configured or designed such that the first EM field is interrupted by player proximity with the surface of the monolithic sheet; and

displaying a game presentation to the player via a display covered by the monolithic sheet, wherein the monolithic sheet covers all peripheral devices coupled with the gaming machine, including the credit input device, the biometric identification device, the contactless input interface, and the display.

66. (New) The method of claim 65, further comprising:  
comparing the player account information to authentication criteria to determine if  
further authentication of player identity is appropriate,  
wherein the player account information includes an amount of available  
credits and stored biometric information for the valid smart card holder, and  
wherein the authentication criteria includes criteria for requiring further  
authentication of player identity;  
providing a biometric prompt if the comparison indicates that further  
authentication of player identity is appropriate;  
biometrically scanning a player associated with the smart card device to obtain  
biometric identification information for the player in response to the biometric prompt;  
and  
determining if the biometric identification information matches the stored biometric  
information before presenting a game of chance.

67. (New) The method of claim 66, wherein the authentication criteria includes a  
list of player identification numbers for which further authentication is appropriate.

68. (New) The method of claim 66, wherein the authentication criteria includes a  
threshold number of credits at or above which further authentication is appropriate.

69. (New) The method of claim 66, further comprising:  
retrieving a record corresponding to the player account information received,  
wherein the retrieved record includes an amount of available credits and stored biometric  
information for the valid smart card holder;  
comparing the retrieved record to authentication criteria, wherein the  
authentication criteria includes criteria for requiring further authentication of player  
identity;  
providing a biometric prompt if the comparison indicates that further  
authentication of player identity is appropriate;  
biometrically scanning a player associated with the smart card device to obtain  
biometric identification information for the player in response to the biometric prompt;  
and

**determining if the biometric identification information matches the stored biometric information before presenting a game of chance.**